

Memorex TrackBall User Guide

1.0 Introduction

1.1 Using a TrackBall

The Memorex TrackBall is simply a stationary mouse. Instead of moving a mouse, the TrackBall user just rotates the ball to move the cursor on the screen. The buttons work in the same fashion as they do on a mouse. Because most people refer to all pointing devices as a "Mouse", both "TrackBall" and "Mouse" are used interchangeably throughout this User Guide and software. Most application software packages refer only to "Mouse" compatibility. The Memorex TrackBall is both Microsoft and Mouse Systems compatible and will work in all mouse applications.

Important: Check the user's manual of your application software to determine which mouse your software is compatible with. Your application software must be written to support the Microsoft or Mouse System Mouse for the Memorex TrackBall to work properly.

The Memorex TrackBall is a pointing device. When you use it, you will see an icon or another symbol (such as an arrowhead) on the display screen. The icon will move on the screen depending on the ball movement.

The buttons are switches that work by pressing one momentarily or holding it down for a period of time. The function of each button depends on your application software. In general, software commands are invoked by placing the icon or pointer on that command and pressing one of the TrackBall buttons.

2.0 TrackBall Hardware Installation

2.1 Assembling the TrackBall

1. Remove the protective foam from the TrackBall housing.
2. Remove the outer ring by turning it until it lifts out easily.
3. Place the ball into the TrackBall unit.
4. Replace the outer ring and turn clockwise to secure the ball in the TrackBall housing.

2.2 Installing the TrackBall

The TrackBall can be installed on a 9-pin (DB-9) or a 25-pin (DB-25) serial port.

1. Turn your computer OFF.
2. Locate an available 9 or 25 pin serial port on the back of your computer. (Your computer owner's manual will tell you where this is located on your machine).
- 3a. 9-pin serial port – Insert the connector on the end of the TrackBall cable into the serial port.
- 3b. 25-pin serial port – If you use a 25 pin serial port, then you must attach the 9 to 25 pin adapter to the end of the TrackBall cable.
4. Tighten the finger screws on the end of the TrackBall cable to fasten the TrackBall to the serial port.

3.0 TrackBall Software Installation

3.1 Installing the Mouse Driver

You can install the mouse driver software to be automatically loaded each time you start your computer.

3.1.1 Auto-Install

Note: This Auto-Install program requires a Hard Drive.

Mouse driver installed every time you start your computer.

1. Turn your computer on.
2. Place the TrackBall software diskette in drive A and at the DOS prompt type: *A: Install*.
3. Follow the instructions on the Screen
 - Choose A: If the default settings are acceptable
 - Choose M: If you want to modify any of the default settings
4. Re-boot your system.

3.1.2 Manual Install

If you don't have a hard drive or want to manually install the mouse driver before each use.

1. Turn your computer on.
2. Place the TrackBall software diskette in drive A and at the DOS prompt type: *A: Mouse*.
3. The mouse driver is now installed in memory.

3.2 Remove the Mouse Driver From Memory

To remove the mouse driver from memory, at the DOS prompt type: *Mouse/U*.

3.3 Testing the TrackBall

You can test the TrackBall to be sure that it is working properly.

1. Turn your computer on.
2. Place the TrackBall software diskette in drive A and at the DOS prompt type: *Setup*.
3. A screen with a cursor in the middle should appear. Rotate the TrackBall and the cursor should move around the screen. Test the buttons by pressing the far left and right button. "UP" should change to "DOWN" when the appropriate button is pushed. Note: Depending on the mode you've selected, the middle button may not appear or seem to work properly. The middle button is only active in Mouse Systems mode.
4. To quit *Setup*, place the cursor on the word "QUIT" and press the left button.
5. For additional test options, place the TrackBall software diskette in Drive A and at the DOS prompt Type: *Demo*.

3.4 Mouse Drive Options

After the mouse driver is installed, you can change the default settings to match your software or use.

3.4.1 To Change Cursor Speed

At the DOS Prompt type: *Setup*

1. Choose *Resolution*.
2. Choose *Save* to make your changes permanent.
3. Choose *Quit* to return to DOS prompt.

3.4.2 To Change Modes

Microsoft Mouse or Mouse Systems Mouse: at the DOS prompt type: *Setup*.

1. Choose *Mode*.
2. Choose *Save* to make your changes permanent.
3. Choose *Quit* to return to DOS prompt.

3.5 Trouble Shooting

If the TrackBall does not function properly or a problem arises, please check the following before calling Memorex Customer Service at 1-800-222-1150 (USA only).

1. Check that the TrackBall connector is firmly plugged into the serial port.
2. Make sure the mouse driver software is installed.
3. If the pointer moves erratically or jumps on the screen, make sure the proper mode (Microsoft or Mouse Systems) is selected for your application software.

4.0 Using your TrackBall

Once the TrackBall driver software is installed, the TrackBall will work with any Mouse based program. Be sure that your program and the TrackBall are set to the same mode.

4.1 Non-Mouse Based Programs

Included on the TrackBall program disk are several Pop-up Menus for use with popular non-mouse based programs. To use an existing Pop-up menu, at the DOS prompt type: *Page LIB.DOC*. This document will explain how to use the available non-mouse based Pop-up Menus.

4.2 Create Custom Pop-up Menu

To create your own Pop-up Menus, print or view the following file, located in the "Menu" sub-directory of the TrackBall program diskette.

File name: *Manu.Doc*

This document will explain how to create custom Pop-up Menus.

4.3 Technical Manual

A full technical manual is available on the Program Disk. To print the technical manual, at the DOS prompt type:
Copy *techmmu.doc* *LPT1*

To view the technical manual, at the DOS prompt type:
Type *techmmu.doc*

4.4 "Key-Lock" Function

The "KEY-LOCK" function is a great finger-saving feature that is activated by pressing the middle button. This special function allows the left and right buttons to be released, instead of held down, while dragging the ball.

Operating Procedure:

To activate the "KEY-LOCK" function:

1. Set the mouse in 2-button Microsoft mode. (See section 3.4 and 3.4.2)
2. Press and hold down either left button or right button.
3. Press the middle button.
4. Release the button being held down.

Now the "KEY-LOCK" is activated. You can just simply drag the ball to do the jobs that normally you need to do by dragging the ball and pressing the button simultaneously.

To disable the "KEY-LOCK" function:

Press the middle button again.

4.5 "Line Mode" Function

The "LINE MODE" function lets you easily move the cursor vertically or horizontally by holding down the side-button located on the right-side of the trackball unit.

Operating Procedure:

Activate the "LINE MODE" function: Use your little finger to hold down the side-button located on the right side of the trackball unit. Then move the ball. The "LINE MODE" function will automatically adjust the cursor movement to either track in a vertical or horizontal direction.

Disable the "LINE MODE" function: just release the side button



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For more information about Memorex Computer Supplies Products, call 1-800-222-1150 in the USA.